SAMMY SOSA

HIGH HEAT

Baseball™

2001

Instruction Manual

3DO™

SAMMY SOSA HIGH HEAT Baseball 2001

USER MANUAL

CONTENTS

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CONTROL SUMMARY

There are many different gamepads and controllers available, and all of them can't be covered in this manual. Below is a command summary including the most common types. In the body of this manual, the 8-Button gamepad has been chosen as the default controller. If you are using a different controller, consult this summary to find the equivalent command.

KEY TO CONTROL SUMMARY

PC Controllers Supported:

- 4-Button gamepad (or joystick)
- 8-Button gamepad (or joystick), e.g. Gravis GamePad Pro, Microsoft Sidewinder® gamepad, Logitech Wingman gamepad, or Thrustmaster Rage 3D
- 10-Button gamepad, e.g. Gravis X-Terminator or Microsoft Sidewinder Dual Strike
- Keyboard

Recommended Controllers:

- Microsoft Sidewinder gamepad or Gravis GamePad Pro
- Gravis X-Terminator
- Logitech Wingman gamepad

Other Notes:

Keyboard keys are enclosed in brackets [ ]. Gamepad buttons are simply bolded.
[Enter] = Either Enter key on the keyboard.
D-Pad refers to either the numeric keypad on the keyboard, or the direction buttons on the gamepad.

Other definitions:

[NumPadIns] is the Insert key on the numeric keypad (also labeled "zero").
[NumPadDel] is the Delete key on the numeric keypad (also labeled ".").
[NumPadPlus] is the plus key on the numeric keypad.
[NumPadMinus] is the minus key on the numeric keypad.
[LeftArrow] is the left arrow key to the left of the numeric keypad.
[RightArrow] is the right arrow key to the left of the numeric keypad.

IN THE MENUS

The majority of menus in the Sammy Sosa High Heat Baseball™ 2001 game are solely navigated using the mouse. However, the controller can be used to navigate the in-game Pause Menu.

Action	4-Button	8-Button	10-Button	Keyboard
Menu navigation	D-Pad	D-Pad	D-Pad	D-Pad
Select option or item	YELLOW	A or C	YELLOW	[Enter]
Cancel selection and return to previous screen	BLUE	B	BLUE	[ESC] or [NumPadDel]
Skip sequences (fly-in, post-inning, etc.)	Y or R or G or B	A or B or C	Y or R or G or B or START	[Enter] or [NumPadIns] or [NumPadPlus] or [NumPadDel]
Pause/resume game and display Pause menu	[ESC]	[ESC] or X or START	[ESC] or START	[ESC]

IN THE FIELD: BEFORE THE PITCH

Action	4-Button	8-Button	10-Button	Keyboard
Set infielder alignment	RED + D-Pad	D-Pad + LShift	RShift1 + D-Pad	[LeftArrow] + D-Pad
Set outfielder alignment	BLUE + D-Pad	D-Pad + RShift	LShift1 + D-Pad	[RightArrow]+D-Pad
Set defensive alignment (set both infield and outfield together)	RED + BLUE + D-Pad	LShift + RShift + D-Pad	LShift1 + RShift1 + D-Pad	[LeftArrow] + [RightArrow] + D-Pad
Display Pitching key	[F1] or GREEN	[F1] or Y	[F1], GREEN, LShift2 or RShift2	[F1]
Select pitch*	YELLOW + D-Pad	C + D-Pad	YELLOW + D-Pad	[NumPadEnter] + D-Pad

*There are 9 different pitch types in the game: the Change-up, Knuckleball, Curve, Split Finger Fastball, Forkball, Sinker, Slider, Screwball and the Fastball. Each pitcher may have from 2-6 pitches available to him.

ON THE MOUND: BEFORE THE PITCH

Action	4-Button	8-Button	10-Button	Keyboard
Pickoff to 1st, 2nd or 3rd	Blue + D-Pad	A + D-Pad	BLUE + D-Pad	[NumPadIns] + D-Pad
Pitch a strike	YELLOW + D-Pad	C + D-Pad	YELLOW + D-Pad	[NumPadEnter] + D-Pad
Pitch a ball	GREEN + D-Pad	B + D-Pad	GREEN + D-Pad	[NumPadDel] +D-Pad
Pitch-out	GREEN	B	GREEN	[NumPadDel]
Brush-back pitch (hit the batter)	RED	Z	RED	[NumPadPlus] or [B]

FIELDING THE BALL

Action	4-Button	8-Button	10-Button	Keyboard
Run in any direction	D-Pad	D-Pad	D-Pad	D-Pad
Change active fielder	BLUE	B	BLUE	[NumPadDel]
Jump	YELLOW	C	YELLOW	[NumPadEnter]
Dive	YELLOW + D-Pad	C + D-Pad	YELLOW + D-Pad	[NumPadEnter]+ D-Pad

MAKING THE PLAY

Action	4-Button	8-Button	10-Button	Keyboard
Throw to any base	YELLOW + D-Pad	C + D-Pad	YELLOW + D-Pad	[NumPadEnter] +D-Pad
Throw to relay man (outfield only)	YELLOW	C	YELLOW	[NumPadEnter]
Throw to 1st base (infield only)	YELLOW	C	YELLOW	[NumPadEnter]
Throw to lead base (runner(s) stealing)	YELLOW	C	YELLOW	[NumPadEnter]
Run in any direction	D-Pad	D-Pad	D-Pad	D-Pad
Run to nearest base	GREEN	B	GREEN	[NumPadDel]
Run to a specific base	GREEN + D-Pad	B + D-Pad	GREEN + D-Pad	[NumPadDel]+ D-Pad
Run to baserunner closest to fielder	RED	A	RED	[NumPadIns]
Run to baserunner closest to a base	RED + D-Pad	A + D-Pad	RED + D-Pad	[NumPadIns] + D-Pad

AT BAT: BEFORE THE PITCH

Action	4-Button	8-Button	10-Button	Keyboard
Guess pitch type (9 types, if option ON)	GREEN + D-Pad	B + D-Pad	GREEN + D-Pad	[NumPadMinus] + D-Pad
Practice swing	YELLOW + D-Pad	C + D-Pad	YELLOW + D-Pad	[NumPadEnter] +Set D-Pad
Get set to bunt	BLUE	Z	BLUE	[NumPadPlus]
Set bunt angle and height	BLUE + D-Pad	Z + D-Pad	BLUE +D-Pad	[NumPadPlus] +D-Pad
Display pitch type legend	[F1] or RED	[F1] or Y	[F1], RED, LShift2 or RShift2	[F1]

HITTING THE BALL

Action	4-Button	8-Button	10-Button	Keyboard
Swing	YELLOW + D-Pad	C + D-Pad	YELLOW + D-Pad	[NumPadEnter] + D-Pad
Check swing	Release YELLOW	Release C	Release YELLOW	Release [NumPadEnter]
Get set to bunt	BLUE	Z	BLUE	[NumPadPlus]
Set bunt angle and height	BLUE +D-Pad	Z +D-Pad	BLUE +D-Pad	[NumPadPlus] +D-Pad

RUNNING THE BASEPATHS

Action	4-Button	8-Button	10-Button	Keyboard
Lead off all runners	RED + ↘	LShift	LShift1	[Delete] or [1]
Lead off runner from 1st, 2nd or 3rd base	RED + ↗/↖/↙	LShift+ D-Pad	LShift1 + D-Pad	[Delete] or [1] + D-Pad
Reverse lead all runners	GREEN + ↙	RShift	RShift1	[End] or [2]
Reverse lead runner on 1st, 2nd or 3rd base	GREEN + ↗/↖/↙	RShift+ D-Pad	RShift1 + D-Pad →/↑/←	[End] or [2] + D-Pad
Advance (steal) all runners	RED	A	RED	[NumPadIns]
Advance (steal) to 2nd, 3rd or home	RED + D-Pad ↑/←/↓	A + D-Pad ↑/←/↓	RED + D-Pad ↑/←/↓	[NumPadIns] + D-Pad
Return all runners	GREEN	B	GREEN	[NumPadDel]
Return to 1st, 2nd or 3rd base	GREEN + D-Pad →/↑/←	B + D-Pad →/↑/←	GREEN + D-Pad →/↑/←	[NumPadDel] + D-Pad
Stop all runners	—	Z	BLUE	[NumPadMinus]
Stop runner(s) moving to specific base(s)	BLUE + D-Pad	Z + D-Pad	BLUE + D-Pad	[NumPadMinus] + D-Pad

GETTING STARTED

INSTALLATION

Before beginning installation, please be sure your system has at least the minimum system requirements, and it is recommended that you close all unnecessary applications during installation.

System Requirements

Computer System:	IBM PC and 100% compatibles
Operating System:	Windows® 95/98 and DirectX® 7.0a or higher
CPU:	Pentium® 166 (Pentium 200/MMX recommended)
Memory:	32MB RAM
CD-ROM Drive:	4X speed or better
Free Hard DiskSpace:	110MB minimum (250MB recommended)

Video Card:	DirectX 7.0a compatible; 2MB SVGA capable of 800x600 16-bit high color display (4MB Direct3D-compatible accelerator recommended)
Sound Card:	DirectX 7.0a compatible 8-bit (16-bit recommended); 3D Sound supported
Peripherals:	Keyboard, Mouse, all DirectInput-compatible gamepads and joysticks
Multi-player*:	28.8 modem or greater (modem/Internet play); TCP/IP or IPX (network play)

* Player is solely responsible for all applicable Internet-related fees and charges.

INSTALLING THE SAMMY SOSA HIGH HEAT BASEBALL 2001 GAME

Insert the Sammy Sosa High Heat Baseball 2001 CD into the CD-ROM drive. If you have Autoplay enabled, the installation screen appears. Follow the on-screen instructions to complete the installation of the Sammy Sosa High Heat Baseball 2001game.

If you have disabled Autoplay within Windows 95/98:

Select "Run..." from the Start menu. Left-click on the BROWSE button. Left-click on your CD-ROM drive in the list, then open the "_autorun" folder and double-click on the Autorun.exe file to begin installation. Follow the on-screen instructions to complete installation.

INSTALLING DIRECTX

The Sammy Sosa High Heat Baseball 2001 game will not run without DirectX 7.0 or better. The game includes the DirectX install program on the CD. If you did not install DirectX when you first installed the game, follow the instructions below. Insert the Sammy Sosa High Heat Baseball 2001 CD into the CD-ROM drive. Double-click on the "My Computer" icon on your desktop. Right-click on the CD icon and choose "Explore." Locate and open the "_Setup" directory, then the "DirectX" directory, then find and double-click on the "Dxsetup.exe" file. Follow the on-screen instructions. When you've finished installing DirectX, restart your system.

RUNNING SAMMY SOSA HIGH HEAT BASEBALL 2001

Open the Start menu and open the Programs submenu. Select the 3DO program group, and choose Sammy Sosa High Heat Baseball 2001. If you chose to create a shortcut icon to your desktop during installation, you can also start the game by double-clicking on that icon.

Note: *You must have the CD in the CD-ROM drive to run the game.*

THE MAIN MENU

After you start the Sammy Sosa High Heat Baseball 2001 game, an introductory animation sequence plays. You can press [ESC] to bypass this animation, or simply allow it to play through. The Main Menu will appear. The Main Menu is dominated by eight buttons, and a menu bar along the top allows access to other game features.

THE MAIN MENU BUTTONS

Main Menu Buttons allow ultra-quick access to the major portions of the game. By clicking on one of the buttons you are immediately sent on your way.

Season:	Start a new season.
Exhibition:	Start a new, non-network, exhibition game.
Credits:	Hey, who made this game? Click here to find out!

Batting Practice:	Get in some practice against a customizable pitcher.
Net Play:	Start a new multi-player network exhibition game.
Home Run Derby:	Start a new Home Run Derby.
Playoffs:	Begin a new playoff.
Custom League:	Start a new season where you decide the league structure.

THE MAIN MENU BAR

The Main Menu Bar is useful in navigating back and forth from the major sections of the game. The menus pull-down in standard Windows 95 fashion and the mouse functions the same as it would in ordinary Windows 95 menus.

HIGH HEAT 2001 PULL-DOWN MENU

| Preferences: | Set audio and video preferences. See below. |
| Exit High Heat Baseball 2001: | Close the program and return to the Windows desktop. |

EXHIBITION PULL-DOWN MENU

| New Game: | Begin a non-network exhibition game. See page 10 for information on playing an exhibition game. |
| New Network Game: | Begin a multi-player network exhibition game. See page 36 for details on setting up a multi-player game. |

SEASON PULL-DOWN MENU

Start New Season:	Start a new season in the Sammy Sosa High Heat Baseball 2001 game. See page 21 for information on playing a season.
Load Season:	Load a saved season.
Custom League:	Start a new season with a customized league structure.

PLAYOFFS PULL-DOWN MENU

| Start New Playoff: | Begin a new playoff. See page 31 for information on playing through a playoff. |
| Load Playoff: | Load a previously saved playoff. |

HOME RUN DERBY PULL-DOWN MENU

| New Derby: | Play a new round of Home Run Derby. See page 32 for information on playing a Home Run Derby. |
| Hall of Fame™: | View home run distance records and Home Run Derby high scores. |

UTILITIES PULL-DOWN MENU

Player Editor:	Edit player data. See page 28 for information on editing a player.
Game Information:	Detailed information about the Sammy Sosa High Heat Baseball 2001 game.
Batting Practice:	Hone your skills with some batting practice.
Convert HH2000 Season:	Convert the High Heat Baseball 2000 game season files into a format compatible with the Sammy Sosa High Heat Baseball 2001 game.

AUDIO AND VIDEO PREFERENCES

Before you start playing, you may want to adjust the audio and video levels of the game. From the Main Menu, select PREFERENCES from the HIGH HEAT 2001 pull-down menu.

VIDEO PREFERENCES

The **bolded** option is the default setting.

Graphics Driver:	Use the **Direct3D Hardware Renderer** for optimum in-game graphics. However, users on low-end systems should use the Software Renderer for peak performances.
Display Device:	If you have more than one video card, you can use this option to select a different display device.
Screen Resolution:	Adjust the resolution of the Sammy Sosa High Heat Baseball 2001 game to any value supported by your video card and display monitor; default is 800 x 600.
Player Quality:	Adjust the visual quality of the players in the game. Settings include LOW, MEDIUM and **HIGH**.
Shadow Quality:	Adjust the quality of the shadows in the game. Shadows may be of LOW, MEDIUM or **HIGH** quality, or they may be turned OFF completely.
Lighting:	Adjust lighting to **REAL TIME**, PRE-LIGHT or NONE. Choosing PRE-LIGHT or NONE may improve game performance slightly.
Sky Quality:	Adjust the quality of the skies in the game. Skies may be of LOW or **HIGH** quality.
Window Size:	Adjust the size of the game window. A value of **100** indicates full-screen.
Umpires:	Toggle base umpires **on** or off.
Low Quality Textures:	Adjusts the quality of the stadium textures. On some systems, game performance may be improved by enabling this option.
Attract Mode:	Toggles demo mode on and off. If you turn it on, you can set the length of inactivity after which Attract Mode activates

AUDIO PREFERENCES

Music:	Adjust the volume of the music you hear in the menus.
SFX:	Adjust the game's sound effects such as the crack of the bat and the sound of a runner sliding into home.
Crowd:	Adjust the sound of the crowd's roar.
Umpire:	Adjust the volume of umpire's voice.
Stadium Announcer:	Adjust the volume of stadium announcer who calls out the batters' names as they step up to bat.
Announcer:	Adjust the volume of the play-by-play announcer.
Hecklers & Vendors:	Adjust the volume of the hecklers and vendors in the stadium.
DirectSound 3D:	Available if supported by your audio card.
EAX Support:	Available if supported by your audio card.

In an Exhibition game, two players battle each other or one player competes against the computer in a single game. (You can also set up the computer to play itself, while you watch the simulated game.)

Note: *Many of the options you select when you set up an Exhibition game apply to Season, Home Run Derby and Playoff game modes, as well. Those options that are specific to those modes are discussed under those sections.*

GAME OPTIONS

Whether you are playing a Season, Playoff, Network or Exhibition baseball game, you have to set game options that determine many of the rules of play. The following game options are common throughout the Sammy Sosa High Heat Baseball 2001 game. The bolded item is the game default.

GAME OPTIONS	
INNINGS	9
DESIGNATED HITTER	AL Only
AUTO REPLAYS	Many
GAME PACE	Normal
DAY OR NIGHT GAME	Day

☑ ERRORS	☑ GUESS PITCH
☑ WIND	■ PITCHER WARMUP
■ ONE PITCH MODE	☑ VARIABLE UMPIRE
☑ BATTER WALK-UP	

ROSTERS Start of 2000   OPEN CUSTOM

MAIN MENU   OK

Innings:
Set your game to last 1-9 innings. A regulation game is **9**. There are no ties in baseball, and the game continues into extra innings should there be no winner at the end of what would be the final inning.

Designated Hitter:
Select from **AL ONLY**, NL ONLY, BOTH and NONE. The Designated Hitter rule means that the pitcher does not bat and a player comes in to hit for him. Only the American League uses this rule in MLB play, but you can change it in the Sammy Sosa High Heat Baseball 2001 game.

Auto Replays:
Determines the number of replays you are shown. You can choose between NONE, HOME RUNS ONLY, FEW or **MANY**. Auto replays include diving catches, strikeouts, double plays, etc.

Game Pace:
Directly set the pace of play of a baseball game to one of five levels, with **NORMAL** being the default.

Day or Night Game:
Select to play either during the **DAY** or at NIGHT.

Errors:
Toggle **on** or off. In the Sammy Sosa High Heat Baseball 2001 game, errors include the following: dropped catches, bobbled balls, overthrows, passed balls, wild pitches and balks.

Guess Pitch:
Toggle **on** or off. With Guess Pitch on, the batter has a chance to predict the upcoming pitch, thereby increasing his chances of getting a hit. See page 13 for more info.

Wind:
Toggle **on** or off. The wind can be a huge factor in a game—many a home run can be credited to mother nature.

Pitcher Warmup:
Toggle on or **off**. Determines whether relief pitchers should be warmed up before being used in a game.

One-Pitch Mode:
Toggle on or **off**. For information on One-pitch mode, see page 20. **Note:** One-pitch mode requires that the game be set to manage-only, or computer vs. computer.

Variable Umpire:
Toggle **on** or off. Umpires often call a different strike zone from game to game. Turn this on if you're looking for that extra touch of realism!

Batter Walk-up:
Toggle **on** or off. Shows the batters as they stroll from the on-deck circle to the batters' box.

Rosters:
Select either the team rosters for the END OF 1999 or the **START OF 2000** or select OPEN CUSTOM to load one of your customized sets of team and player data from the hard drive. To continue to the Team Select screen, select OK.
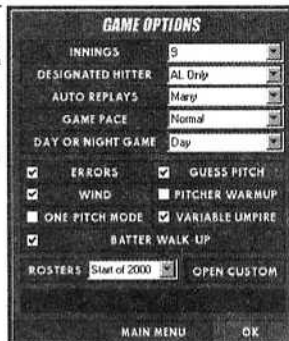
TEAM SETTINGS

In the Team Select screen, you decide which team is the Home team, and set each team's custom settings.

Team: Select the teams from a pulldown menu. In exhibition games, all 30 teams are available, as well as the All-Star teams from each league.

Control: Switch either team to CPU (the computer takes over all team functions in the game) or HUMAN control.

Input: Determine the control device (i.e. keyboard or gamepad, etc.) that is to be used by a human- controlled team.

Difficulty: Determine the level of difficulty that a human-controlled team will be playing at: TRIPLE-A, **ROOKIE**, PRO, ALL-STAR or MVP.

You may customize the camera angles used for your team batting or while fielding the ball.

Fielding Camera: Choose between seven views of the field. RANDOM is the default for CPU teams, and cycles between the different views.

Batting Camera: Choose between seven views of the batter's box. The default is **LOW** angle, looking toward the pitcher's mound.

Action Camera Mode: If selected, the camera angle changes during play, for exciting, close-up views of the action.

Alternate Throwing Controls: If selected, you can use a different set of controls for throwing the ball to a base. See page 16 for more on the Alternate Throwing style.

AUTOMATIC SETTINGS

If a team is human-controlled, the following functions can still be given over to computer-control.

Manage-Only Mode: If selected, you handle all strategic situations presented in the game, but the computer does all the pitching, hitting, base running and fielding for the team. For more on Manage-Only Mode see page 19.

Pitching: The computer handles pitching.

Fielding: The computer takes over fielding the ball.

Throwing: The computer handles all throws in the field.

Batting: The computer takes over the hitting.

Base Running: The computer controls the men on the basepaths.

Substitution: The computer makes all appropriate player substitutions.

Defensive Alignment: The computer automatically sets your infield and outfield alignment based on the current situation.

STADIUM SELECTION

Select a stadium to play in from the pull-down menu. A graphic of the stadium appears in the right-hand window.

View: This allows you to take a "virtual tour" of the ballpark. View Stadium Controls:

Action	Microsoft Sidewinder	PC Keyboard
Move forward	C button	[NumPadEnter]
Move backward	B button	[NumPadPlus]
Pan up/down	D-pad up/down	up/down arrow keys
Pan left/right	D-pad left/right	left/right arrow keys
Strafe	D-pad + Y button	arrow keys + [NumPadIns]
Zoom in	RShift button	[>]
Zoom out	LShift button	[<]
Exit View Stadium	START button	[ESC]

Info: Brings up a window listing details about the stadium. To continue to the Lineup Screen, select OK.

MANAGING YOUR LINEUP

This is where your skills as a strategist and manager really pay off. Here you make changes to your starting lineup involving the batting order and player positions. Double-click on a player to bring up a screen detailing their statistics.
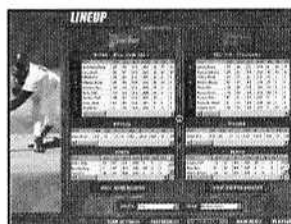
TO CHANGE THE BATTING ORDER

A player in the lineup may be dragged and dropped into another player's location in the lineup. Doing so swaps the two players' spots. There are no restrictions concerning where a player may bat in the lineup.

> **High Heat Game Tip:** As a general rule, lead-off hitters should be good at getting on base. They can do this through walks as well as hits. The second hitter should handle a bat well and keep the ball on the ground. He may be called upon to sacrifice, or hit behind the runner. The man in the third spot should be the best hitter on the team. He doesn't need power, necessarily, but he should have a big number in his RBI column. Your fourth man is your clean-up man—be sure he can hit the ball.

TO CHANGE PLAYERS IN THE STARTING LINEUP

You may freely drag and drop players from the "bench" into the lineup. Replaced players are returned to the bench automatically.

TO CHANGE DEFENSIVE ASSIGNMENTS

You may swap a player's defensive assignment by right-clicking on a player to bring up the Positions menu. Left-click on the new position for the player, and he swaps assignments with the player previously assigned to that position.

Note: *Keep in mind that a player will make more errors when playing out of their regular position. Try to keep them in positions similar to what they normally play. For example, a second baseman will play shortstop better than center field.*

TO CHANGE THE STARTING PITCHER

Left-click on the VIEW BULLPEN button for a team to see all the pitchers on the roster. The current starting pitcher is in the space marked ON THE MOUND. Any pitcher in the bullpen can be dragged and dropped into the ON THE MOUND space, returning the previous starting pitcher to his place in the bullpen, and giving your team a new starting pitcher. Left-click OK to return to the Lineup screen.

Below the player lists, two buttons allow you to look at the players' statistics: one filters by left/right splits, and the other toggles between previous season and career totals. At the bottom of the screen, the TEAM SETTINGS button brings up that screen, while PREFERENCES allows you access to the audio and video settings. When both teams are finished making changes to their starting lineups, and all game settings are as you wish, press the PLAYBALL! button to begin an exciting new Sammy Sosa High Heat Baseball 2001 game!

PLAY BALL

Now that you've got your game set up, it's time to play some ball. Strategy, skill and a little luck are the tickets to a winning season.

Note: *All instructions assume you have not placed any of the game functions on AUTOMATIC in the Team Settings screen. See page 11 for details.*

GAME FLOW

Timing is everything in baseball. To play the Sammy Sosa High Heat Baseball 2001 game well, you should understand the different phases taking place and what each side, offense and defense, can do during each phase. The three phases are based on the pitcher's actions and can be broken down as follows:

1ST PHASE: BEFORE THE PITCH

• The infield and outfield can be realigned.

• The batter can guess what pitch is going to be thrown. The batter can also get squared to bunt.

The first phase ends when the pitcher selects his pitch and gets set on the mound.

2ND PHASE: DURING THE WIND-UP AND PITCH

• The pitcher can choose to throw his pitch or try to pick off a runner on base.

• Any runners on base can take leads or try to steal.

• The batter can take a swing, bunt, check his swing or take the pitch.

The second phase ends when the ball hits the catcher's mitt, or the batter hits the ball.

3RD PHASE: AFTER THE PITCH

• Runners can advance or return to base.

• If the ball is hit, fielders become active.

BATTING

Before the pitcher gets set to throw his pitch, you can guess the pitch he's going to throw. This option must be turned on from the Game Options screen (see page 10). You can only guess before the pitcher goes into his wind-up. Guessing the pitch correctly increases your chances of getting a hit on a pitch, but you still must time your swing correctly. Guessing wrong reduces your chances of making good contact with the ball.

TO GUESS THE PITCH

Press the B button or [NumPadMinus] + a direction to enter the pitch you think is coming next. If you don't know which pitches a pitcher has, press [F1] or the Y button to display the Pitching Key. This shows this pitcher's pitches,

highlighted in white, and their corresponding direction arrow in yellow. For example, to guess a change-up, press B button or [NumPadMinus] + D-Pad. If you select a pitch this pitcher doesn't have, your selection is ignored.

Once the pitcher makes his selection and begins his pitch, you can no longer display the Pitching Key or guess the pitch.

CONTROLLING THE BATTER

> **High Heat Game Tip:** Don't swing at every pitch. As in real baseball, learn to "work the count." For example, a pitcher will almost never throw a strike on an 0-2 count.

• To swing, press and hold C button or [NumPadEnter] + D-Pad. Use the D-Pad to determine the angle of your swing and the level of your bat. You can check your swing if you release C button or [NumPadEnter] early enough.

• To square around, and get set to bunt, press and hold Z button or [NumPadPlus]. To set the bunt angle and height, hold Z button or NumPadPlus] while pressing the D-Pad.

> **High Heat Game Tip:** Bunts are commonly used as a "sacrifice" play when there is one or no outs. The batter gives up the out in order to advance the runners. However, if you're good at bunting, you can use it to surprise the defense and get a hit. Alternatively, you can use the "butcher boy" fake, where you square to bunt, but then quickly rise to your normal batting stance and swing away at the ball.

BASE RUNNING

Expertise in base running can make the difference between a win or a loss. Any good manager or coach knows when to signal a steal or hold a man up. Only time can give you the experience, but below are the commands to begin mastering the art.

• To advance all baserunners use the A button or press [NumPadIns].

• To retreat all baserunners use the B button or press [NumPadDel].

• To advance a specific baserunner, press and hold the D-pad in the direction of the desired base (D-Pad ↑= 2nd;   D-Pad ← = 3rd; D-Pad↓ = Home) and press A button or [NumPadIns]. (For instance, if you want to send a runner from first base to second, press up on the D-pad and press the A button or [NumPadIns].)

• To retreat a specific baserunner, press and hold the D-pad in the direction of the desired base and press B button or [NumPadDel]. During the wind-up, you can make some adjustments to your runners' leadoff positions.

• To leadoff with all runners on base, press LShift or press [Delete].

• To retreat runners towards their bases, press RShift or press [End].

• To control the leadoff for a specific man on 1st, 2nd, or 3rd, point to the base he is on with the D-Pad and use the LShift/RShift buttons or [Delete]/[End] keys.

• To steal a base, wait until the opposing pitcher has reached the set position in his delivery and use the following:

  • The A button or the [NumPadIns] key commands all baserunners to steal.

  • To steal a specific base, hold the D-pad in the direction of the desired base and press the A button or [NumPadIns].

PITCHING

Baseball managers, coaches, players and fans have argued for years about the importance of pitching. When the game's over, it's the pitcher who is credited with a win or a loss in the box score.
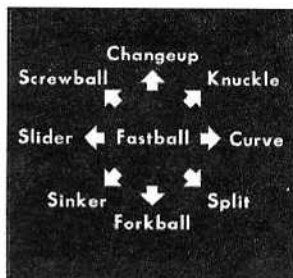
BEFORE THE PITCH

There are nine different pitches in the Sammy Sosa High Heat Baseball 2001 game: the Change-up, Knuckler, Curve, Split Finger Fastball, Forkball, Sinker, Slider, Screwball and the Fastball. Each pitcher has 2-6 pitches in his repertoire.

• To display the Pitching Key, press [F1] or the Y button before you begin your pitch. It displays the pitches available to your pitcher, and how to throw them. If you try to select a pitch that your pitcher doesn't have in his arsenal, he'll shake you off, moving his head back and forth.

• To select the pitch you want and begin your wind-up, press D-Pad + C button or press [NumPadEnter]. For example, to select a Knuckler, press D-Pad ↗ + C button or [NumPadEnter]. At this point, you can elect to throw the selected pitch or try to pick a man off on base.

• To pickoff to 1st, 2nd or 3rd base, press the A button or [NumPadIns] + D-Pad in the appropriate direction. D-Pad →= 1st base; D-Pad↑ = 2nd base and D-Pad ← throws it to 3rd.

• To pitch a strike, press the C button or [NumPadEnter] + D-Pad toward the location you want the pitch to go.

• To pitch a ball, press the B button or [NumPadDel] + D-Pad toward the location you want the pitch to go.

Note: *Even though you may command the pitcher to throw either a ball or strike, the outcome of the pitch is never guaranteed. Pitchers with poor control often miss the corners of the plate, or hang a curve right over the strike zone unintentionally. Conversely, pitchers with excellent control may nip the edges of the plate for strike calls, even though the pitch was commanded outside.*

• To pitchout, press the B button or [NumPadDel], without pressing the D-pad. You can intentionally walk a batter by pitching out four times.

• To intentionally hit a batter, press the Z button or [NumPadPlus]. A pitcher can be ejected from the game for hitting batters twice in one inning and three times in a game.

Note: *The game is designed to modify slightly and randomly your pitcher's velocity and accuracy throughout the game, to better represent a human player.*

PLAYING DEFENSE

BEFORE THE PITCH

You can set your infield and outfield alignment before the pitcher selects his pitch.

• To adjust your infield alignment, press LShift or [LeftArrow] + D-Pad.

• To adjust your outfield alignment, press RShift or [RightArrow] + D-Pad.

• To adjust all at the same time, press LShift + RShift or [LeftArrow] + [RightArrow] + D-Pad.

Note: *If you have set Defensive Alignment to automatic, the computer adjusts your defense based on the current situation, the type of pitch selected and the current batter's characteristics. See Team Settings on page 11 for more information. You can still manually change the alignment.*

FIELDING THE BALL

When the ball is hit, a tracking outline appears on the field and indicates where the ball will land. The computer automatically activates the fielder nearest the ball, but you have to move him in the right direction to catch it. The active fielder has a blue outline. Once the ball hits the ground, you can see it as it moves over the field.

• To run in the direction of the ball, D-Pad in the appropriate direction. Move the fielder to the center of the yellow tracking outline to catch the ball.

• To switch to another fielder, press the B button or [NumPadDel].

• To jump for the ball, press the C button or [NumPadEnter].

• To dive for the ball, press the C button or [NumPadEnter] while pressing the D-Pad in the desired direction.

MAKING THE PLAY

• To run to the nearest base, press the B button or [NumPadDel].

• To run to a specific base, press the B button or [NumPadDel] + D-Pad in the appropriate direction. D-Pad↑ = 2nd; D-Pad↓ = Home; D-Pad ← = 3rd; and D-Pad → = 1st.

• To run to the baserunner closest to a fielder, press the A button or [NumPadIns].

• To run to the baserunner closest to a base, press the A button or [NumPadIns] + D-Pad.

THROWING THE BALL

• To throw to any base, press the C button or [NumPadEnter] + D-Pad in the appropriate direction. Alternatively, by pressing the C button or [NumPadEnter] by itself, you throw directly to the cutoff man if your fielder is in the outfield, or to first base if your fielder is in the infield.

• To have your catcher throw to the lead base (when a runner is stealing), press the C button or [NumPadEnter].

ALTERNATE THROWING CONTROLS

You may prefer to use the alternate throwing controls. Under the alternate throwing system, the D-Pad is used mainly to run the players around the field, and all throwing is done with just the buttons. Keyboard users may also use the alternate throwing rules. In this case the numeric keypad on the keyboard is used:

• To throw to first base, press the B button or press [NumPadEnter].

• To throw to second base, press the Y button or press [NumPadPlus].

• To throw to third base, press the X button or press [NumPadDel].

• To throw to home plate, press the A button or press [NumPadIns].

• To throw to the cutoff man (from the outfield), press the C button or press [NumPadMinus].

• To run to the base with the ball, press the Z button + D-Pad or [>] + D-Pad.

• To run to the runner with the ball, press [<] + D-Pad. You can't run to the runner in this configuration with a gamepad.

THE PAUSE MENU

From the Pause Menu you can make adjustments to your line-up, bring in a relief pitcher, substitute runners and hitters, change the audio options, replay the last play in the field or quit the game.

To display the Pause Menu, press the X button or [ESC]. Both the game controller and mouse are active in the Pause Menu. Press the C button on the controller to select menu items, and press the B button to return you to the previous screen (except from either team screen, where only the mouse is active.) Left-click with the mouse to select Pause Menu items.

TEAM OPTIONS

Selecting this from the pause menu brings up the Lineup screen for both teams. From here you are allowed the following actions:

• Defensive Substitutions: Bring a new player from the bench directly into the lineup at the desired position. The previous fielder can no longer be used in this game.

• Pinch Hitters: The player currently at bat has an "AB" next to his name in the lineup. Bring a new player from the bench to hit for this player. The other player can no longer be used in the current game.

• Pinch Runners: Baserunners have a base designation (1B, 2B or 3B) next to their names in the lineup. Bring a new player from the bench to pinch run if you desire. The original baserunner can no longer be used in this game.

PITCHING CHANGES

Left-click on the VIEW BULLPEN button for your team to go to the bullpen screen. Once in the bullpen you may perform the following actions:

• Warm Up a Reliever: If the Pitcher Warm Up option is being used in the current game, you can drag up to two pitchers into the warm up area in the bullpen. Putting a cold pitcher into the game affects that pitcher's performance in a very negative way!

• Pitching Changes: Any pitcher in the bullpen can be dragged and dropped into the ON THE MOUND space, and the previous pitcher is no longer available for the rest of this game.

Click on OK to return to the Lineup screen.

PERFORMING A DOUBLE-SWITCH

There are two ways to do a double-switch in the Sammy Sosa High Heat Baseball 2001 game.

If Your Team is in the Field:

Go to the Bullpen Screen and place a new pitcher on the mound. Left-click the DOUBLE-SWITCH button. This opens a new window displaying your team's lineup. Drag your pitcher into a new spot in the batting order. This swaps the pitcher's place in the order with that of the position you just selected. Left-click OK to return to the Lineup screen.

Note: *You must bring in a substitution for the fielder involved in the double-switch. This can be done once you return to the Lineup screen.*

If You Pinch-hit for Your Pitcher:

At the end of the half-inning, you are automatically placed in the Bullpen Screen. Place a new pitcher on the mound. Left-click the DOUBLE-SWITCH button. This opens a new window displaying your team's lineup. Drag your pitcher into a new spot in the batting order. This swaps the pitcher's place in the order with that of the position you just selected.

Note: *The pinch-hitter automatically occupies the position involved in the double-switch. Left-click OK to return to the Lineup screen.*

To exit the Lineup Screen, left-click on the PLAYBALL! button.

High Heat Game Tip: Don't leave a tired pitcher on the mound. If you notice that the opposing team is hitting most of your pitches, it may be time to bring in a reliever. Pause the game and check out your bullpen - if your pitcher's fatigue level is high, bring in a fresh pitcher.

DEFENSIVE ALIGNMENT

This brings up a list of available defensive options. This option is only available if you have defensive alignment on manual control.

Outfield Spread: **NORMAL,** BUNCHED or GUARD LINES determines the distance the outfielders stand from one another.

Outfield Depth: **NORMAL,** SHALLOW, CLOSE IN or DEEP determines how deep in the outfield the outfielders are standing.

Outfield Shift: **NORMAL,** LEFT, FAR LEFT, FAR RIGHT or RIGHT. You can shift your outfielders towards either sideline. NORMAL implies that there is no shift.

Infield Defense: **NORMAL,** DOUBLE PLAY or GUARD LINES. Instruct your infield to watch specifically for liners or set up for the double-play.

Infield Depth: **NORMAL,** SHALLOW or BACK determines how close you position your infielders relative to home plate.

Infield Shift: **NORMAL,** LEFT, FAR LEFT, FAR RIGHT or RIGHT. You can shift your infielders towards either sideline. NORMAL implies that there is no shift.

Infield Hold Runner: ON or **OFF.** If you elect to hold the runners, your basemen remain close to the runner, and the smart runner keeps close to the base.

Infield Bunt Defense: ON or **OFF.** Turn this option ON if you suspect a bunt. Your infielders will rush in to get an early grab on a bunt.

Whatever defense play you call, it lasts for that at bat. When a new batter comes up to the plate, your choices revert back to the defaults.

CAMERA AND REPLAY OPTIONS

View Stadium: This allows you to take a "virtual tour" of the ballpark. To exit the stadium viewer use the [ESC] key on your keyboard, or press the START button on your controller. See page 12 for information on view controls.

Instant Replay: Allows you to replay the last play on the field. Be sure to check the replay of a strikeout where you think the ump didn't get the call! It won't change anything, but if you're right, you'll feel better.

Replay VCR: Analyze the last play, step by step. Controls are as follows:

• To play or pause the replay, press the C button, or [ENTER] on your keyboard.

The following controls work only when the replay is paused:

• To advance one frame forward, press the D-pad right + B button, or the [RightArrow] key.

• To reverse one frame, press the D-pad left + B button, or the [LeftArrow] key.

• To fast forward, press the D-pad down + Y button, or the [DownArrow] key.

• To rewind, press the D-pad up + X button, or the [UpArrow] key.

If you have a Microsoft Sidewinder gamepad, you can freeze the VCR and move the camera around using the gamepad (the controls are identical to the Stadium Viewer described on page 12). To do this press the Z button on your controller. To go back to VCR mode, press the Z button again.

Note: *For most controllers you will need to use the keyboard or a combination of the keyboard and gamepad to maneuver the camera.*

To exit the Replay VCR and return to the Pause Menu, press **[ESC]** or the **START** button on your controller.

Custom Camera: If you are in a game set to MANAGE ONLY MODE, or watching two computer teams slug it out, you can use this option to choose your own unique camera perspective. Use the same controls described in the View Stadium section starting on page 12 to find the perfect camera angle. Press the [ESC] key to set the camera.

GAME OPTIONS

The next three menu options are the same as those described on page 10 in the Game Options section.

Auto Replays: Allows you to change the frequency of automatic replays.

Game Pace: Allows you to change the pace of the game.

Batter Walk Up: Watch the batter walk from the on-deck circle to the batters' box.

AUDIO AND GRAPHICS OPTIONS

Allows you to adjust audio and video preferences mid-game.

SAVE AND QUIT GAME

Selecting this option gives you the option of saving before you exit the current game and return to the Main Menu.

QUIT GAME

Selecting this option exits the current game and returns you to the Main Menu.

GAME WRAP-UP

At the end of a game, you can get a summary of the events of the game, team and individual player statistics game summary and other game information. To print this box score on your primary printer, press the PRINT button at the bottom of the screen. From this screen you can also choose to view a number of highlights from the game. Simply select FEW, SOME or MANY to set the number of video replays to be shown. When you are done reviewing the game stats and the highlight reel, select OK to return to the Main Menu.

MANAGE ONLY MODE

Manage only mode gives you the chance to help your team win without swinging the bat or throwing the ball. Instead, you make all the decisions, and the AI carries out all the instructions for you. You control most, if not all, batting instructions, base running instructions and pitching instructions. You must decide separately in the Team Settings screen whether you will control substitutions and defensive alignment.

SUBSTITUTIONS

If you choose to control player substitutions, pinch-hitters, relief pitchers, etc. are all managed through the Team Options menu reached from the Pause Menu, as they are in all Sammy Sosa High Heat Baseball 2001 games.

BATTING/BASE RUNNING

When at bat, you can access the Manage Menu between pitches by pressing [ENTER] or the C button on your controller. The menu appears and possible options appear as gray text in the menu. Options that cannot be accessed are black. To give an instruction to the batter or baserunners, navigate to the option and select it. To navigate the menu, use the D-pad, the mouse pointer or the arrow keys on your keyboard. To select the option, press the C button, left-click or press the [ENTER] key. Selected options are highlighted. After instructions have been given, select DONE.

Batting and base running options include:

Take Pitch: Instruct the batter not to swing at the very next pitch.

Swing: Instruct the batter to swing at the next pitch no matter what.

Sacrifice Bunt: Order the batter to lay down a bunt in the hope of advancing the baserunner.

Squeeze: The famous "suicide squeeze." A runner on third base attempts to steal home plate while the batter just tries to bunt the ball into play.

Hit and Run:	Send the baserunner(s) out, while attempting to hit the ball in play and keep it on the ground.
Steal 2nd:	Command the baserunner on 1st base to steal 2nd base.
Steal 3rd:	Command the baserunner on 2nd base to steal 3rd base.
Steal Home:	Command the baserunner on 3rd base to make a mad dash for home!
Butcher Boy:	Use the ol' butcher boy fake. Show bunt, but when the pitch comes, swing for the heavens!
Bunt:	Order the batter to lay down a bunt.

If you do not issue any instructions to the batter, the AI judges the pitches itself and makes its own decisions.

PITCHING/DEFENSE

The pitching menu works akin to the batting menus. Press [ENTER] or the C button before the pitch to give instructions to your pitcher. Once you've chosen an order, select DONE.

Intentional Walk:	Unconditionally walk the batter.
Pitch Around:	Pitch off the corners of the plate, and try not to give the batter a really good pitch to hit. Pitch around instructions are maintained throughout the entire at bat. If you wish to remove the instruction, go back to the pitcher menus between pitches, and select PITCH AROUND again, and it turn the instructions off. Note that pitching around the batter is no guarantee that he won't hit the ball, and you will probably end up walking him.
Pitch Out:	Instruct the pitcher to throw a pitch out.
Bean Ball:	Instruct the pitcher to intentionally hit the batter with the next pitch toss. Careful! Doing so could get your pitcher ejected from the game!
Pipe It:	Instruct the pitcher to attempt to throw the next pitch right down the middle of the plate.
Pickoff 1st:	Have the pitcher make a pickoff attempt at first base.
Pickoff 2nd:	Have the pitcher make a pickoff attempt at second base.
Pickoff 3rd:	Have the pitcher make a pickoff attempt at third base.
Defensive Alignment:	Brings up a menu, described on page 15, where you can issue instructions to your fielders.

If you do not issue any instructions to the pitcher, the AI judges the situation itself and makes its own decision on what to do.

ONE-PITCH MODE

If you're playing in One-Pitch Mode, you only have one chance to give instructions for each at bat. As each new batter comes up to the plate, press [ENTER] or the C button on your controller to bring up the manage-menus. Give your instructions and select DONE.

Pitches are only shown under the following circumstances: a base is stolen, the ball is hit, the batter is struck out, etc. You can still make substitutions through the Pause Menu normally.

Take as many teams as you like through a full season. Set it up the way you want and play as many scheduled games as you like. In Season play, you can act as general manager, coach and player. To begin a season, select Start New Season from the Season Menu in the Main Menu Bar, or you can simply left-click on the SEASON button on the Main Menu screen.

SEASON OPTIONS

After you've elected to start a new season, the Season Options screen appears, allowing you to customize your preferences for the new season. You may edit the following Season Options; the **bolded** item is the default:

Season Mode:	SINGLE or **CAREER**. In CAREER mode, after the season is over you can continue to the next. See End of Season Wrap-Up on page 30 for more information.
Season Length:	Go with a full 162 game season or create a custom schedule. See page 24 for more information on that option.
Designated Hitter:	Determines the use of the designated hitter rule in baseball during your season. Choices include NONE, **AL ONLY**, NL ONLY and BOTH.
Innings:	Determines the length of the games to be played during the season. You can set the value between 1 and **9**.
Trade Confirmation:	Determines whether the computer AI mediates trade requests from the human controlled teams and computer-controlled teams. If you turn this option off, the trade goes through without any evaluation by the AI.
Computer Trades:	If selected, computer-controlled teams trade amongst themselves as well as with the human-controlled teams.
Injuries:	Toggle injuries **on** or off.
Save Box Scores:	If selected, the box scores for every game can be view at any time from the Team Schedule. Otherwise, box scores are deleted after each game.
Auto-Manage Minor Leaguers:	If selected, the computer handles the development decisions for any human controlled team's minor league players.
Draft Order:	Determines whether a draft occurs prior to the beginning of the season. If there is a draft, choose from three different draft orders: **CYCLE**, SNAKE or RANDOM. For more on the draft, see page 22.
Rosters:	Determines the rosters that are used during the season. The START OF 2000 rosters and END OF 1999 rosters come with the game, or you can choose RANDOM, which computer generates rosters of players. Left-click the OPEN CUSTOM button to browse your computer for these and any custom rosters you may have created.

You will also have to set defaults for several GAME OPTIONS. These options are similar to those found in Exhibition games. See page 19 for descriptions.

At the bottom of the screen you can set SERIES LENGTH. This determines the number of games for each round of the end of the season playoff series. For more information on the playoffs, see page 31.

When you're finished choosing your season options, left-click OK to go to the Season Team Select screen.

TEAM SELECTION

A season can be played with one human team, many human teams or even no human teams. The Season Team Select screen allows you to decide who controls what team: the computer or a human.

The Team Selection screen displays all the teams in the league. Left-click on a team to switch it to human-control. Left-click on the team again to switch it back to computer-control. Press the SELECT ALL button to make all teams human-controlled, or press the CLEAR ALL button to return all teams to computer-control.

When you are finished selecting the teams, press OK. This sends you into the draft, or directly to the Season Menu, if that option is turned off.

THE FANTASY DRAFT

The Sammy Sosa High Heat Baseball 2001 game gives you the ability to draft custom teams. Every roster player is dumped into a pool and teams each take a turn selecting a player for their roster until all rosters are filled.

The user chooses the draft option by selecting the DRAFT button in the Season Options screen, and choosing a draft sequence from the adjacent pulldown menu.

For the first round of the draft, the order in which teams pick players is always determined randomly. From then on, the draft order follows one of these three schemes (as chosen in the Season Options screen):

Cycle: The teams pick from top of the order to bottom each round

Snake: The teams pick from top of the order to bottom, and then back from bottom to top.

Random: The teams pick from top of the order to bottom, then the order is randomized with each new round. The draft begins as soon as you exit the Season Team Selection Screen.
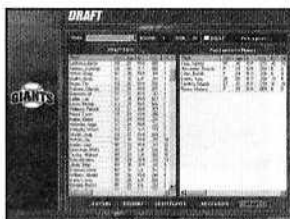
DRAFTING PLAYERS

Computer-controlled teams draft players automatically. The drafting continues for 25 rounds.

Players are drafted from a master list. You can toggle between batters and pitchers, and the appropriate stats for each are listed. Click on any category such as player names, positions or statistic to sort the players. Click a second time on any category to list the players in reverse order.

To select a player, left-click to highlight them, then left-click on the DRAFT PLAYER button.

You may set your team to draft automatically by clicking the AUTO DRAFT button during your turn. Once the draft is put on auto, there is no way to resume control. When the draft is complete, the Season Main Menu appears.

THE SEASON MAIN MENU

The Season Main Menu is dominated by eight buttons. A menu bar along the top allows access to other season functions.

THE SEASON MENU BUTTONS

League Leaders: Displays the League Leaders screen.

Schedule: Displays the Team Schedule screen, described on page 24.

Exit: Exits season play and returns to the Main Menu.

Team Roster: Displays the Team Roster screen, see page 25 for more details.

End Season:	Ends the current season. The button is only selectable in Career Mode, after the playoffs are over. See page 30 for more information.
Start Season:	Starts the next season. The button is only selectable in Career Mode, during the End of Season Wrap-up described on page 30.
Save:	Allows you to save your season.
Standings:	Displays the current league standings.

THE SEASON MENU BAR

The Season Menu Bar is divided by the various sections of season play. It allows instant access to all user-controlled functions. The pull-down menus operate just like they do in the Main Menu.

HIGH HEAT 2001 PULL-DOWN MENU

Preferences:	Allows you to set audio and video preferences.
Exit Season:	Returns you to the Main Menu, and prompts you if the current season has not been saved.
Exit High Heat Baseball 2001:	Exit the Sammy Sosa High Heat Baseball 2001 game and return to the Windows desktop.

STANDINGS PULL-DOWN MENU

League Standings:	Displays the current season standings in the league. Standings can be printed by left-clicking the PRINT button at the bottom of the Standings screen.
Wildcard Standings:	Shows the standings in the playoff wildcard race.

SCHEDULE PULL-DOWN MENU

Displays the team schedules in calendar format, the entire league schedule for all teams, and the playoff tree for the current season. For more information on this menu, see page 24.

TEAM PULL-DOWN MENU

Change your teams' lineups, pitching rotations, home stadiums as well as control player movement within their minor league rosters, view team achievements and set custom manager profiles. For more information on this menu, see page 24.

NEWS PULL-DOWN MENU

Lots of things are going on around the league during a season, and to help you keep up with all of it, a news section is included.

Trades:	A log of all player transactions and free-agent signings. This includes movements made by both human and computer controlled teams.
Injuries:	Shows all player injuries in the league and the length of time (in days) needed for recuperation.
General News:	Shows notable performances during the current season. This includes amazing single game performances, career milestone achievements, Hall of Fame inductees, etc.

TRADES PULL-DOWN MENU

Allows you to make trade offers to other teams or sign free-agents from the free-agent list. For more information, see page 27.

LEADERS PULL-DOWN MENU

From the Leaders Menu you can access the Statistical Leaders screen. The leader board is a powerful tool that allows you to view the leaders in every batting, pitching and fielding category. You can also access stats from previous seasons!

AWARDS PULL-DOWN MENU

The Sammy Sosa High Heat Baseball 2001 game celebrates individual player achievement with awards. For more on this menu, see page 27.

UTILITIES PULL-DOWN MENU

Alter your default game options and utilize other features of the Sammy Sosa High Heat Baseball 2001 game. For detailed descriptions of Utilities Menu options, see page 28.

THE SCHEDULE MENU

The Schedule pull-down menu allows you to view and manage the league and team schedules for the regular season and playoffs.

TEAM SCHEDULE

Displays the team schedules in calendar format. One month at a time is shown and you can cycle through the months using the arrow buttons at the top of the screen.

You can select the team being shown from a drop down menu at the bottom of the screen; human controlled teams are marked by an asterisk (*).

Double-click on a day in the schedule to get game information.

You can simulate a day's games from the calendar, or you can play a human-controlled team's games. Left-click on a day in the calendar and press the QUICK SIM GAME button. This will quickly simulate all unplayed games on and up to that day in the schedule. You can press the STOP SIMMING button at any time to halt the process. To quickly decide the season and proceed to the playoffs, select the QUICK SIM TO PLAYOFFS button.

To play a season game, left-click on a day in the calendar where a human controlled team has a game. Then press either the PLAY GAME button to play a single player game, or press the NET PLAY button for a multi-player game. All unplayed games up to that day are simmed automatically.

Note: The computer always prompts you before simming a human-controlled team's games.

LEAGUE SCORES

The entire league schedule for all teams can be viewed here. You can see all the games being played on a particular day by double-clicking on a date. The teams in each contest are shown, along with a final score if the game has already been decided. You may expand as much of the schedule as you like. You can expand the entire league schedule by pressing the EXPAND ALL button.

Print the expanded portions of the league schedule by left-clicking the PRINT EXPANDED button.

PLAYOFF TREE

Displays the playoff tree for the current season. Of course, the playoff brackets aren't filled out until the teams qualify for the playoffs. When the season is over, you can run the playoffs from this screen.

THE TEAM MENU

The Team Menu allows team owners to change their teams' lineups, pitching rotations, home stadiums, as well as control player movement within their minor league rosters, view team achievements and set custom manager profiles.

You can also change a computer-controlled team to human control, and vice versa.

TEAM LINEUP

You can make changes to your starting lineups and batting order from this screen. In the Sammy Sosa High Heat Baseball 2001 game, there are four different lineups for each team: VS. LEFT, VS. RIGHT, VS. LEFT W/DH, VS. RIGHT W/DH. You can toggle between each lineup with the appropriate button.

Note: *VS. RIGHT/LEFT refers to the lineup that defaults against an opposing starting pitcher of that same handedness. W/DH is the lineup with the DH rule in effect.*

You can freely drag and drop players from the bench into the lineup, swapping the players involved in that process. Players may also be dragged into new places in the batting order. For all transactions, this screen operates much the same as the Lineup screen in the pre-game menus (see page 12).

TEAM ROTATION

You can change your pitching rotation in this screen or designate a new closer. The Pitching Key tells you what pitches a pitcher knows and the quality, as well as the pitcher's endurance level.

You can drag any pitcher on your roster into the starting rotation, swapping the pitchers' roles. You may also use a four-man rotation by placing one of your five starters into the EMPTY slot in the dugout.

Numbers next to your starting pitchers track the order of the rotation. The number next to each pitcher's name turns red if it is his turn to start next. You can change who the next starter will be by clicking on the number next to the desired pitcher's name. Any pitcher can act as a closer for your team, and any pitcher on your team can close a game. There's no "hidden code" that makes a designated closer any different from another pitcher, but it helps the AI act in a more historic fashion.

TEAM ROSTER

From this screen you can manage your minor league system. That system includes AAA, AA and Rookie ball clubs. Player development is especially important in career play. You should either manage the minor league rosters closely yourself, or let the AI do it for you.

You can swap players between rosters, including the major league roster, or cut players, adding them to the free agent list. Minor league rosters are organized by position. You may have three shortstops in AAA, but the #1 shortstop is getting more playing time then the others, and playing time means more rapid player development. So what do you do? Shortstop #3 is a hot prospect, but his AAA numbers stink. Demote him to AA and make him the #1 shortstop. He will still need to work his way through AAA, but you get a chance to see how the other guys pan-out, while your prospect develops his skills in AA.

You need to make decisions like this for position players at every minor league level, and pitchers too! Promote a guy too soon and you impede his progress. If you keep a hot player at too low a level of competition, and he grows bored, he may never return to his best form.

If this level of detail seems overwhelming, you can always have the computer auto-manage your minor league teams by selecting that option from the Season Options.
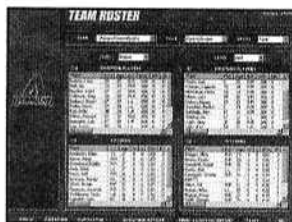
High Heat Game Tip: Let's say you've got three top prospect catchers, and all they need playing time. Then again, you don't have a semblance of a left fielder throughout your entire organization. You can have one of these catchers be your #1 left fielder. He gets the playing time to develop his hitting skills, and while he's doing it, he's learning how to play left field. Of course teaching a player a new job is a long process, and it could take years for the player to develop skills at an unfamiliar position.

Who are your hot prospects? To get a scouting report, highlight a player's name and press the SCOUTING REPORT button at the screen bottom. The scouting report rates a player's abilities at the point when that player will be in his prime (most players reach their prime around the age of 27). The following abilities are rated from 10-100 (10 = poor,

100 = extraordinary):

BATTING:

Hitting For Average:	A reflection of the player's hitting ability.
Power:	The slugging potential of a player.
Plate Patience:	Differentiates a player who walks from a player who strikes out.

PITCHING:

Arm Strength:	Determines the potential velocity of pitches.
Control:	Shows a pitcher's ability to pick his spots.
Stuff:	Estimates their strikeout vs. walk ratio.
Endurance:	Refers to a pitcher's stamina.

FIELDING AND RUNNING:

Fielding:	Range in the field and overall fielding ability.
Throwing Arm:	Pure arm strength.
Running:	Their speed in the field and on the basepath.

Have you decided a particular prospect is never going to develop? Is Grandpa McHenry past his prime and not helping the big club? Release them to free-agency! Highlight the player in question and press the CUT PLAYER button. This sends him to the free-agent list (see page 27).

ROSTER LIMITATIONS

Your major and minor league rosters can have a maximum of 25 players on each. In order to play a game, your major league roster must have 25 players on it. The minimum number of position players you can have on any roster is 10, and the minimum number of pitchers is 5.

Important Note: *At the conclusion of a season, you have one last chance to cut major and minor league players, and promote your rookie team players. When the next season in your career starts, your remaining rookies are all cut, and you get a brand new batch of 25 rookies to develop. You can only promote rookies if you have space available on other rosters.*

Home Stadiums

From here you can set the home stadium for any team. Use the VIEW button to browse a stadium.

Human Controlled Teams

This screen allows you to switch teams from human to computer control, and vice versa.

Team Manager Profiles

From this screen you can change the management style for computer controlled teams. On the left side of the screen are a list of game play strategies, such as INTENTIONAL WALKS. Each strategy has a TENDENCY scale next to it, ranging from ALMOST NEVER to VERY OFTEN. This scale estimates how often the manager uses that particular game play strategy in appropriate situations. By default, computer managers ratings for each strategy are in the middle of the scale.

Team Achievements

This panel shows the number of seasons you have completed, along with the number of times the selected team has won various titles, and their regular and post-season win/loss totals. You can choose a different team from the pull-down menu.

THE TRADES MENU

The Trades Menu allows you to make trade offers to other teams, see what trade offers other teams may have for you, or you can sign free-agents from the free-agent list.

OFFER TRADE

Any team, human controlled or not, may initiate a trade during the first 75% of the season schedule. As many as three players may be offered in a single trade for up to three players. The Trades Screen allows a team owner to offer player trades to opposing teams in the league. You cannot complete trades between AI-controlled teams.

The players for each team are listed vertically on each side of the screen. Their stats are listed next to their names and may be scrolled to the right to see more. There are two options that let you sort the players into rough categories:

Pitchers/Batters: Toggles between pitchers and batters.

Majors/AAA/AA/A/DL: Toggles between the various levels of league play, as well as players on the disabled list.

Any player may be dragged onto the trading block. Up to three players may be on the block at once. Click on the highlighted TRADE button to complete the trade. The TRADE button does not highlight under the following conditions: the trade is not balanced (Human to AI trades only), the trade is between two AI-controlled teams or there are no players on the trading block.

The NEGOTIATE button can help you complete a trade with a computer-controlled team. Put the player or players you wish to acquire on the block, and press the NEGOTIATE button to receive a list of players the computer will accept to complete the trade.

In the event of a trade where a human-controlled team would have too many players to fit on the roster, the trade occurs but the excess players are placed on the inactive list in the Team Roster screen. You have to cut players from your team before these new players can become a part of your organization.

When you set up a season, there are two trading related options. The first is TRADE CONFIRMATION. If this is set to ON, any trade offered to a computer controlled team is automatically accepted. The second option, COMPUTER TRADES, allows you to toggle the ability of computer-controlled teams to trade amongst themselves. Even with this option OFF, computer teams still offer trades to human-controlled teams.

FREE AGENTS

The number of players in the free agent pool fluctuates over a season. Players are added to the pool when they are cut from a team. Any player may be released from either the major or minor league roster at any time. Players are removed from the free agency pool if the player retires due to age or when a player does not appear on a major league roster for an entire season.

To sign a free-agent, highlight the player of choice and press the SIGN PLAYER button. Note: You must have room on your roster to accommodate the new player.

THE AWARDS MENU

The Sammy Sosa High Heat Baseball 2001 game celebrates individual player achievement with awards.

HALL OF FAME™

As players age during multiple season play, some will retire. If they meet elite criteria, they may be inducted into the High Heat Hall of Fame. A player must play a minimum of 10 full seasons before being considered a HOFer.

INDIVIDUAL AWARDS

At the end of a season, awards are given to those players that excelled within their league. This screen lists the award winners.

ALL STAR TEAMS

This screen shows the complete All-Star Game rosters from the current season.

THE UTILITIES MENU

From this menu you can alter your default game options, or use some of the utilities included in the Sammy Sosa High Heat Baseball 2001 game.

SEASON OPTION

You can change some of your default season and game options from this screen.

LOAD AND SAVE SEASON

If you do not save your season after making roster changes, trades or after playing games in the schedule then you lose any changed information when you exit season play.

PLAYER EDITOR

The Player Editor allows you to change the stats and ratings of a player in your current season. The following data can be changed, allowing you to create an entirely new player:
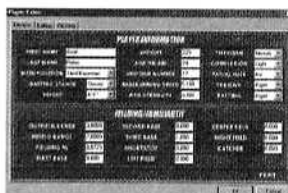
GENERAL STATS

First Name:	Edits the first name of the player.
Last Name:	Edits the last name of the player.
Main Position:	The position that player plays primarily.
Batting Stance:	NORMAL, OPEN, CROUCHED, CLOSED or WIDE.
Height:	Choose a height for the player between 5' and 7'.
Weight:	Set a weight for the player.
Age:	The player's age, between 18 and 44.
Uniform Number:	Pick the player's number.
Base running Speed:	Rated on a scale of 1 to 10, decimals are okay.
Arm Strength:	Arm strength in the field, and also pitch velocity for pitchers.
Physique:	MUSCULAR or BULKY. This affects the appearance of the player in the game.
Complexion:	Adjust the players skin color (LIGHT, MEDIUM or DARK).

Facial Hair:	Goatee or no goatee.
Throws:	Which arm they throw with, LEFT or RIGHT.
Batting:	Which way they bat: LEFT, RIGHT or SWITCH.

FIELDING / FAMILIARITY

Infield Range:	A player's reaction time in the infield, on a scale from 1 to 10.
Outfield Range:	A player's reaction time in the outfield, on a scale from 1 to 10.
Fielding %:	A calculation that estimates their chances to successfully catch a fly ball, or throw a ball.
Familiarity:	The player's familiarity at each position on a scale from 0-1.0 (C, 1B, 2B, 3B,SS, LF, CF, RF).

BATTING PERFORMANCE STATS

These stats determine the expected type of hits based on the number of at bats:

AVG, OBP, SLG:	Batting Average, On Base Percentage and Slugging Average.
H, W and K:	A player's hits, walks and strikeouts, which determine his patience at the plate.
AB, HR, 2B and 3B:	A player's total number of at bats, home runs, doubles and triples.
Ground Ball %:	The grounder ratio for the hitter.
Swing:	This is a basic spray chart for the hitter. The three fields here must add up to 100%.

PITCHING PERFORMANCE STATS

The following set of statistics determines the expected performance of the pitcher (at bats, hits, doubles, triples, etc.):

AVG, OBP, SLG:	Batting Average, On Base Percentage and Slugging of opposing hitters against this pitcher.
AB, HR, 2B, 3B, H, W and K:	At bats, home runs, doubles, triples and total hits allowed, plus walks and strikeouts.
Pitching Style:	Allows you to set up the delivery style for the pitcher, either OVERHAND, THREE-QUARTERS, SIDEARM or SUBMARINER.
Endurance:	How long this guy lasts before he begins to tire on a scale of 1 to 10.
Ground Ball %:	This percentage shows how often batters hit grounders against this pitcher.
Pitches:	This allows you to assign up to six pitches to a pitcher. The numbers must add up to 100. This is turned into a % of the time this pitcher uses each pitch, and the quality of each pitch type.

FIND PLAYERS

Use the fields to enter a particular set of criteria and press the FIND PLAYERS button. All players who meet your suggested criteria are listed on the right. If your team lacks a particular type of player, this is a great way to find someone you could trade for.

GAME INFORMATION

Here you will find an in-game help file containing information on game play and game features that could not be included in this manual.

END OF SEASON WRAP-UP

The finale of each season is the World Series®. After a champion has been declared, the season draws to a close.

• If you are playing a single season, you are returned to the Season Main Menu, and the game is over. You must return to the Main Menu to start a new game or season.

• If you are playing in Career Mode, you now have the option to select END SEASON from the Season Main Menu to continue your career. The START SEASON button is available afterwards.

At any time before you officially start the new season, you are free to go back through the menus and look at your players' stats, read the news items and make changes to your rosters. Since all your unassigned players on the rookie roster are cut when you start the new season, you need to move any promising young ball players into your major or minor league rosters, or you'll lose their talent forever. Your rookies are the future of your team. With time and patience you can develop a young player into a Hall of Famer. If you haven't made wise decisions about who to keep and how to train them, your team could develop serious weaknesses.

Once you officially start the next season by clicking on the START SEASON button, a new league schedule is generated and you are given the option of having a new rookie class of twenty-five players assigned to you, or drafting them yourself. The Rookie Draft is similar to the Fantasy Draft described on page 22.

When the draft is over, the new season begins. Players announce retirement because of age, because of lack of playing time or because they have remained too long on the free agent list. Qualified retiree's may be inducted into the Hall of Fame.

MISCELLANEOUS SEASON ISSUES

INJURIES

The Sammy Sosa High Heat Baseball 2001 game has single, multi-game and sometimes career-ending injuries. When a play ends in which a player is injured, the substitution screen automatically appears. Play can't resume until the injured player is replaced in the lineup. If the injury is a single game injury, everything returns to normal after the game and the player is available for the next game.

However, if the injury is a multi-game injury sustained during a Season or Playoff game, the player is unavailable and may be placed on your disabled list. A number next to the injured player indicates how many days the injured player is out and hi name is colored red in all menus.

POSITION PLAYER FATIGUE

In the Sammy Sosa High Heat Baseball 2001 game, position players do experience fatigue. This element is based on a number of factors including age and prior historical performance. Fatigued players are affected in a couple of ways: first, their performance degrades, and second, their chance of injury rises. The only cure for fatigue is rest. As a player fatigues, a red bar works its way across the player's name in the game menu. When fatigue begins to affect a player's performance, his name appears in blue.

PITCHER FATIGUE

The more a pitcher plays, the more fatigued he becomes. In order to regain stamina, you have to rest your tired pitchers. For starters, this could take three or four days, relievers may only need a day or two of rest. A pitcher can be used on consecutive days, but he does not begin recuperating until he is given a full day's rest. Pitcher fatigue is shown in the same way as position player fatigue.

RETIRING PLAYERS

Players age in the Sammy Sosa High Heat Baseball 2001 game. Once a player reaches the age of 45, he unconditionally retires. If you do not give a player enough playing time, they may retire. A player on the free-agent list after one complete season also retires. Players who have a long career are mentioned in General News when they retire.

PLAYOFFS

Want the excitement of post-season play without going through a full season? To begin a playoff, select Start New Playoff from the Playoff Menu in the Main Menu Bar, or you can simply left-click on the PLAYOFF button on the Main Menu screen.

PLAYOFF OPTIONS

After you've elected to start a new playoff, the Playoff Options screen appears, allowing you to customize your preferences for the tournament. Most of the playoff options are identical to season options (see page 21). However, there are the following new choices:

Number of Teams: 2, 4, or 8. The computer controls any teams that the players do not.

Number of Players: Select from 1-8 human players.

TEAM SELECTION

Once you've made your selections from the Playoff Options screen, the players can pick their teams. Computer-controlled teams are picked randomly once you press the OK button. Then, the playoff screens appear.

PLAYOFF MAIN MENU

THE PLAYOFF MAIN MENU

The Playoff Main Menu is similar to the Season Menu. It has four main buttons and a menu bar along the top.

THE PLAYOFF MENU BUTTONS

Bracket: Displays the playoff tree.

Save: Saves the current playoffs.

Exit: Exits the playoffs and returns to the Main Menu.

Leaders: Shows the statistics for the entire playoffs.

THE PLAYOFF MENU BAR

The Playoff Menu Bar allows instant access to all user-controlled functions of a Playoffs tournament.

High Heat Baseball 2001:   From this menu you can adjust your audio and video settings, exit the playoffs or exit the game.

Playoff Tree: Selecting SHOW BRACKETS displays the playoff tree described below. Teams are organized by match-up.

Playoff Leaders: From the Playoff Leaders Menu you can access the Statistical Leaders screen. The leader board is a powerful tool that allows you to see the performances of the best and worst fielders, pitchers and hitters in the playoffs.

Utilities: These options are essentially the same as those found in the Season Utilities menu. See page 28 for more information.

PLAYING THROUGH PLAYOFF SERIES

A playoff series is 1 to 7 games a round, depending on the Playoff options you chose. To play the next game in a series, open the PLAYOFF TREE menu, click on the bracket of the team you control and press the PLAY GAME button. To sim the next game in a series, click on a playoff bracket and press the SIM GAME button. To simulate an entire series of games, click on the desired bracket and press the SIM SERIES button.

HOME RUN DERBY

Select HOME RUN DERBY from the Main Menu for some serious slugging. You and up to three of your friends can challenge each other to see how far you can hit the ball. Select any stadium. The pitches come in straight and fast, so you can send the ball into the rafters. Players score points based on distance and number of homers hit (1 point for every foot and 500 points for every home run). At the end of a round, results are posted and an additional 500 points are awarded to the player who hit the ball the farthest and the one with the most home runs.

STARTING A HOME RUN DERBY

To begin a home run derby, select New Derby from the Home Run Derby Menu in the Main Menu Bar, or you can simply left-click on the HOME RUN DERBY button on the Main Menu screen.

HOME RUN DERBY OPTIONS

Choose from the following options before playing a Home Run Derby:

Pitches: Each player faces 10, 15 or 20 pitches.

Stadium: Choose any stadium in the Sammy Sosa High Heat Baseball 2001 game. Click the VIEW button to take a virtual tour of the stadium.

Wind: Left-click the WIND button to toggle wind effects ON or OFF.

Up to 4 people can play in a Home Run Derby. When you left-click on a player button, you will be able to sort through the base ball teams and find your favorite slugger.

When all participants are done selecting a hitter, press the OK button to start the game.

PLAYING THE GAME

Take a practice swing to start the pitcher throwing. Time your swings carefully and don't take any pitches because each one counts against your total.

To pause the game, press [ESC] or the X button. If you pause the game during a Home Run Derby, QUIT GAME and RESUME GAME are your sole options.

After everyone has batted, the Home Run Derby Totals screen appears. It lists for each competitor: score, winner, results of each pitch, total home runs hit and longest home run hit. You can also view one of two top twenty lists by clicking on a button at the bottom of the screen: the TOP 20 DISTANCE list and the TOP 20 SCORES. These scores are saved automatically when you exit the game.

BATTING PRACTICE

Select BATTING PRACTICE from the Main Menu to practice your swing and

develop your rhythm without the pressure of a real game situation.

THE BATTING PRACTICE SCREEN

The Batting Practice screen has a variety of controls that allow you to focus on whatever your particular weaknesses are, whether it's a certain pitch or judging whether a throw is a ball or a strike. When your session is set up, click on START PRACTICE to begin play.

PRACTICE SETUP

Select your player as well as setting various game options such as input device and difficulty level.

PITCHER SETUP

You can choose the windup style and which hand your pitcher throws with. PITCH QUALITY rates your pitcher's control, and PITCH POWER gives you a judge of how hard and fast he throws. You can also choose up to six pitches for your pitcher to use. Click on the RANDOM button to choose your pitcher's repertoire randomly.

STADIUM SELECT

Choose your desired stadium from the pull-down listing and click on VIEW to take a tour of the stadium, using the controls described on page 12.

TARGET SETUP

This box allows you to choose the target areas where your pitcher will aim. Checking multiple boxes means the pitcher will throw for those ball or strike zones randomly, while selecting only one allows you to know in advance where the ball is going to be thrown.

PRACTICING YOUR BATTING SKILLS

When practice begins, the pitcher will start throwing the ball. You are told when pitches would have been called strikes or balls, and when you hit the ball you are told whether it would be a single, double, etc., or a fly or foul ball.

When you are finished practicing, you can pause the game by pressing [Esc] which brings up a menu where you can adjust audio and graphic options, or quit and return to the Main Menu.

CUSTOM LEAGUE

Custom League is a special kind of Season game. You choose the number of leagues, and how many teams make up each division of each league for a completely personalized season experience.
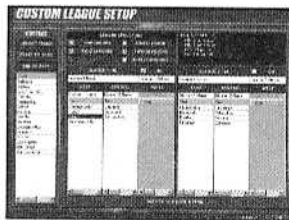
SETTING UP A CUSTOM LEAGUE

When you select CUSTOM LEAGUE from the Main Menu, the Season Options panel appears. Once you've chosen your season options the Custom League Setup screen is brought up.

The ROSTERS column on the left side of the screen allows you to choose your teams from one of the two included season rosters, or from one or more of your own custom rosters.

At the top of the screen you choose your LEAGUE STRUCTURE, which can consist of one or two leagues of up to three divisions each. There are a myriad of rules surrounding how many teams are required for each particular kind of league structure. Consult the Structure Information box to make sure you are fulfilling your chosen structure's requirements. For example, in a one league, one division game, you must have an even number of teams, and no fewer than two.

Once you've built your structure you can drag and drop teams from the Rosters column into the various divisions. To remove a team from the division, select the team and press [Delete]. If you add a team and later delete it, you must

reload the roster to select that team again. You can rename your leagues, including abbreviations, and your divisions by clicking in those slots. You can rename your teams as well by selecting the team and pressing the [F2] key. Finally, once you have chosen all your teams you should decide whether the designated hitter rule is in effect for each league.

When you are satisfied with your league setup, click on OK to bring up the Custom Schedule panel.

Note: *If you have not satisfied the requirements of the league structure you chose, you will not be allowed to proceed to the Custom Schedule screen.*

THE CUSTOM SCHEDULE PANEL

From this panel you can control how your leagues' regular season and playoff games are scheduled.

Season Length:	Choose the number of games to be played.
Interdivision Games:	Sets the philosophy behind the way games are scheduled for your season. Choose NONE to have your teams play only within their own division until the playoffs, FAVOR INTERDIVISION to have your teams primarily face teams in other divisions, or EVEN to have the games divided equally between inside and outside each team's division.
Interleague Games:	If you have two leagues, you can check this to schedule games between teams in different leagues during the regular season.
All Star Game:	If you have two leagues, you can check this option to have an All Star Game half way through the season, with the best players from each league competing against each other.
Series Length:	Sets the number of games for each series of the playoffs. In smaller leagues, one or more of the brackets maybe unavailable.

NET PLAY

The Sammy Sosa High Heat Baseball 2001 game supports multi-player exhibition, season and playoff games over the Internet or Local Area Network.

STARTING AN EXHIBITION GAME

To begin a net game, either left-click on the Net Play button from the Main Menu, or select Begin a New Network Game from the Exhibition drop down menu on the Main Menu Bar. You are asked whether you wish to host or join a game, and if a player name has not been entered, you are prompted to type in a name. Then you choose a connection type:

Internet TCP/IP Connection:	Choose this connection type to play over the Internet. You must have a connection to the Internet at 28.8 kbps or better to play in anything but Manage Only Mode.
IPX Connection:	Choose this connection type to play over a Local Area Network.

JOINING A MULTI-PLAYER GAME

If you choose to join a game, your next step depends on your connection type.

CONNECTING TO ANOTHER COMPUTER

If you chose INTERNET TCP/IP CONNECTION: You are prompted to enter the host's IP address, or to leave the IP address blank to search your Internet Service Provider's server for Sammy Sosa High Heat Baseball 2001 games. Then press [Enter] or click on OK. The Game Selection Dialog appears.

Note: *The host of the game is given their IP address when they choose a connection type.*

If you chose IPX CONNECTION: The Sammy Sosa High Heat Baseball 2001 game automatically scans your LAN for available games and brings up the Game Selection Dialog.

Note: *Direct connect by modem offers significantly less performance than the other two methods.*

THE GAME SELECTION DIALOG

When the Game Selection Dialog appears, click on a game to see the player hosting the game. If that is the game you wish to join, press [Enter] or click on OK. The Game Options panel appears. Here you can view the choices made by the host. The Team Select screen appears when the host has finished making their decisions.

From the Team Select screen you can decide on your team and the game play options you wish. When you have finished making your decisions click on the Ready box at the bottom of the screen and wait for the host to finish their choices.

This brings up the Lineup screen, from which you can set your batting order, position your players and manage your roster. Again click on the Ready box at the bottom of the screen when you are finished. The host starts the game when both of you are ready.

HOSTING AN EXHIBITION GAME

If you choose to host a multi-player exhibition game, the Game Options panel appears. When a second player has joined your game, the OK button becomes available. Once you have set up your game options as desired click on OK to bring up the Team Select screen.

From the Team Select screen you can choose your team and set some game play options, as well as deciding which player has home field advantage, and which stadium your game will be played in. When the other player is ready the OK button becomes available. Click on OK to bring up the Lineup screen.

From the Lineup screen you can set your batting order, position your players and manage your roster. When the other player is ready the PLAY BALL button becomes available and you can start the game.

HOSTING A SEASON OR PLAYOFF GAME

To host a multi-player season or playoff game, start from the Season or Playoff Main Menu. Open the Team Schedule screen for a season game, or open the Playoff Bracket screen for a playoff game. Select a game between two human-controlled teams.Click on the NETPLAY button at the bottom of the screen. From there the process is the same as for a multi-player exhibition game.

Note: *In the multi-player Season / Playoff games, the host always creates the game from the Team Schedule Screen, and the other player connects to it from the Play button on the Main Menu.*

PLAYING A MULTI-PLAYER GAME

Play in a multi-player game is quite similar to any other mode of play. If a player brings up the Pause Menu, neither can continue the game until that player exits the menu. If a player loses their connection during the game, both players are brought to the Main Menu.

CHATTING IN A MULTI-PLAYER GAME

While you are setting your game up, after a connection has been made and the Game Options panel has appeared, you can chat with your partner via the Chat dialog box. To use the Chat dialog, simply click inside the box and type your message, then press [Enter] or click on OK. Your message appears in the dialog, as do the messages of your partner.

Once you have started the game, you can chat by moving the mouse to the black bar in the lower center of your screen and clicking the left mouse button. Then type your message and press [Enter]. You message and the messages of your partner appear on this black bar. The [F12] hotkey toggles the chat box on and off.

HOW TO PLAY ON HEAT.NET

HEAT is an Internet-based service which you can use to find other Sammy Sosa High Heat Baseball 2001 players. For FREE game play on HEAT.net:

1. Install HEAT from the Sammy Sosa High Heat Baseball 2001 CD-ROM.

2. Click on the "Play" button within the game menu or, from your Java enabled Internet browser, go to http://www.heat.net. If you aren't already a HEAT member, register your account information.

3. Log in by entering your user name and password.

4. Choose the Sammy Sosa High Heat Baseball 2001 game from the list.

5. Click the "Play Now" button on the web page to get to the Sammy Sosa High Heat Baseball 2001 lobby area.

6. From the HEAT Sammy Sosa High Heat Baseball 2001 game lobby, you may choose to create a new room or join an existing room. If you decide to create a room you will be the moderator, who controls the game setting options. As the moderator you can start a game at anytime by clicking the "Launch" button.

Note: *If you have less than 48MB of RAM, go to the Options Menu of the HEAT.net Katalyst. Click on the "General" tab, and check the box labeled "Kill Browser When Game Starts."*

WHAT IS MPLAYER.COM?

Mplayer.com is the #1 multi-player game service on the Internet. Playing the Sammy Sosa High Heat Baseball 2001 game on mplayer.com means that a player in a remote location can challenge other players in remote locations, and they'll play in real time--like they're all sitting in the same room. Mplayer.com offers hundreds of innovative features, including real-time voice chat that lets you verbally taunt your opponents and praise your teammates. When you sign up for mplayer.com, you're joining a friendly online community where you can participate in regular tournaments, contests, and special events.

PRICING

Mplayer.com is FREE--there are no charges or monthly fees to play the Sammy Sosa High Heat Baseball 2001 game on mplayer.com.

SO HOW DO I GET STARTED?

Installing mplayer.com is simple. Just follow these easy steps and you're on your way to the excitement of online multi-player gaming!

1. There are several ways to install mplayer.com from the Sammy Sosa High Heat Baseball 2001 game:

   • From the game CD-ROM Autorun Menu select the option to "Play on mplayer.com."

   • From the Windows 95 Start Menu select this game and the option to "Play on mplayer.com."

   • From the Program folder click on the icon to "Play on mplayer.com."

2. This will start the mplayer.com installer, which will check for mplayer.com. If you don't have it, they'll install

everything you need! Just follow the easy install instructions at the prompts. During the process, you'll set up an mplayer.com account and select your mplayer.com member name and password.

3. After installing mplayer.com, your Web browser will launch and connect you to the mplayer.com game page:

  • Make sure your game CD-ROM is in the disk drive.

  • Now click on "Play Now" to log onto mplayer.com and head to the Lobby of your game.

  • Before entering the game's Lobby, we'll automatically download any additional files you might need to make the game playable on mplayer.com.

4. Now you are in your game's Lobby on mplayer.com.

  • Chat with other players by typing your message and pressing [Enter].

  • To enter a Game Room, double-click on a green Room icon.

  • If you want to create a new Game Room, click on the Create Room button.

5. Almost there!

  • If you enter an existing Game Room, Click on the "Ready to Play?" button.

  • If you create a Room, wait for players, then click on the "Launch Game" button.

6. Have fun playing on mplayer.com!

CUSTOMER SUPPORT

Mplayer.com has a staff of highly trained Technical Support representatives waiting to answer any questions or solve any problems you can throw at 'em. If you're having trouble installing mplayer.com, contact a Technical Support representative by emailing support@mplayer.com. For more information about mplayer.com visit their Web site at www.mplayer.com.

TECHNICAL INFO

You need a 28.8 KBPS or faster modem, Internet access and Internet Explorer 3.02 or above, in addition to the regular system requirements, to play the Sammy Sosa High Heat Baseball 2001 game over mplayer.com.

Note: *AOL, CompuServe, and Prodigy do not yet support adequate TCP/IP connections for FAST game play. Low latency games, including turn-based or role-playing games, however, can be played.*

MSN GAMING ZONE

Ever wish you could play *Sammy Sosa High Heat Baseball 2001* with friends or family who live far away? Or wish you could reveal your true identity as Lord High Conqueror of the Universe? Well, NOW you CAN! Grab your CD-ROM, sit yourself down in front of your computer, flex those trigger-happy fingers, and come into the MSN Gaming Zone!

The Zone, as it's called for short, is a FREE gaming service that allows you to play fun, exciting, challenging games on the Internet. Here, you can compete against some of the best players on the Internet or just meet new people over a casual game. It's also the place to go to get the latest game tips and news about *Sammy Sosa High Heat Baseball 2001*. And after you've trounced, blasted, and zapped your way through *Sammy Sosa High Heat Baseball 2001*, wander around the many other Zone game rooms. Try out some of the card and board favorites, such as Hearts, Spades, and Backgammon. They're free, easy to play, and have ranking systems to chart your rise toward stardom.

To play on the Zone, you will need either Internet Explorer (version 3.2 or later) or Netscape Navigator (version 4.0 or later).

Get a FREE Membership on the Zone

Note: *If you already have a Zone account and the software installed, you can skip these steps. Go directly to the section* **Playing Sammy Sosa High Heat Baseball 2001** *on the Zone.*

1. Connect to your Internet Service Provider.

2. Launch either Internet Explorer or Netscape Navigator.

3. Type http://www.zone.com and press **Enter.** This will bring you to the Zone Web site.

4. At the Zone Web site, click **New Zone Users: Signup to Play Games** if you are not a member of the Zone. Complete the form and click **Submit** to register on the Zone.

5. In the "Sign In was successful!" window, click **Zone software** to install the software on your computer system.

6. Click **Complete Install** and type an install directory.

7. Once the Zone software is installed, you are ready to begin.

Playing *Sammy Sosa High Heat Baseball 2001* on the Zone

1. Make sure both the *Sammy Sosa High Heat Baseball 2001* and Zone software is installed on your computer system.

2. Place your *Sammy Sosa High Heat Baseball 2001* disc in the CD-ROM drive. If the game launcher appears, do not start the game; instead, exit from it.

3. Connect to your Internet Service Provider and launch either Internet Explorer or Netscape Navigator.

4. Type http://www.zone.com and press **Enter.**

5. At the Zone Web site, click **Games List** and an entire list of games will appear.

6. Find *Sammy Sosa High Heat Baseball 2001* in the Games List and click it.

7. Type your Member ID and password in the Sign In window. **Click OK** and the Zone *Sammy Sosa High Heat Baseball 2001* page will appear.

8. Begin playing by clicking one of the *Sammy Sosa High Heat Baseball 2001* rooms listed in the game room window.

9. A list of game tables will appear. Move your mouse over any one of them. If a table is unoccupied, a host icon will appear. To host a game, click the host icon and wait for other players to join. Use the chat feature to recruit other

players. When all players are logged on and ready to go, click **Launch** to begin.

Note: *If you are hosting a game and decide to quit, the first player who joined your game will become the host.*

10. You can also join a game hosted by another player. Move your mouse over a table and click **Join** to add your name to the game, and wait for the host to launch it. Next to each player's name is a latency indicator. The latency indicator shows how fast your current connection is to each player. If you are joining a game, it is recommended that you connect to a host with a green latency indicator.

11. If you have any problems, see the Help page for more details.

TROUBLESHOOTING

INSTALLATION

Problem:	The CD is in the CD-ROM drive, but the computer is not recognizing it.
Reason:	The game CD may be dirty or scratched.
Solutions:	Make sure that the data side of the CD (shiny side) is not dirty or scratched. If it is dirty, take a lint free, non-abrasive cloth and wipe gently to clean it (always wipe from the inside of the CD to the outside edges). If the data side of the CD appears to be scratched, return the game to the store that you bought it from, and exchange it for a new copy. If you are unable to exchange the game at the store that you bought it from, please call Customer Support for information on our exchange policy.
Problem:	The computer freezes during installation, or you receive an error message (such as "*_ins error" or "An error has occurred during the move data process") during installation.
Reason:	Your computer may be using an older 16-bit CD-ROM driver; or there may not be enough space on your hard drive for temporary files to expand ; or the CD-ROM drive might be having problems with how it buffers information; or, the Autorun or DMA settings on your CD-ROM drive could be interfering with the game installation.

To check and see if your computer is using an older 16-bit CD-ROM driver:

- Right-click on the "My Computer" icon and select "Properties." Click on the "Performance" tab. In the Performance status box, if the File System line says "Some drivers are using MS-DOS compatibility," you are using a 16-bit CD-ROM driver.

Solutions:

For 16-bit CD-ROM drivers:

Contact the manufacturer of your CD-ROM drive or the manufacturer of your computer for an updated 32-bit CD-ROM driver.

For 32-bit CD-ROM drivers:

1. Close all unnecessary programs running in the Background.

- Press the [CTRL]+[ALT]+[DEL] keys at the same time to open the Close Program window, select a program, and press the END TASK button. Repeat this process until all programs except "Explorer" and "Systray" are closed.

2. Delete all files in your C:\Windows\Temp folder, then empty the Recycle Bin.

3. Turn off read-ahead on the CD-ROM drive:

- Right-click on the "My Computer" icon and select "Properties." Click on the "Performance" tab, then on the FILE SYSTEM button. Choose the "CD-ROM" tab at the top.

- Change the "Optimize access pattern for" field to "No read-ahead." Click on APPLY, then OK and finally click CLOSE (you will be prompted to restart your system).

4. Turn off the Autorun and DMA settings on your CD-ROM drive:

- Right-click on the "My Computer" icon and select "Properties." Click on the "Device Manager" tab, then click on he "+" sign next to the CD-ROM line so that it becomes a "-" sign. Next, click on the line that appears under the CD-ROM line so that it is highlighted, then click on the PROPERTIES button.

- Click on the "Settings" tab and look for the "Auto-insert Notification" and DMA lines. If there is a check mark in the boxes next to either of these lines, click on the box to remove the check mark. Click on the APPLY button, and then click on the OK button.

- When you are asked if you want to restart your system, choose YES. You can restore all of the CD-ROM settings back to normal after the game has been successfully installed.

LAUNCHING THE GAME

Problem:	After launching the game from the Start menu or Desktop icon, you get a blank screen, a black box that surrounds the mouse cursor, choppy blurring or graphics, vertical lines on the screen, choppy sound, or no sound.
Reason:	There is probably a conflict between your video or sound card and Microsoft's DirectX.

Solution:

For Windows 95 or 98 users:

1. Press the START button on the Windows 95/98 task bar and select "Run".

2. Type "c:\Program Files\directx\setup\dxdiag.exe" then click OK. This will run the DirectX Diagnostics Tool.

3. Make sure all your files are DirectX 7.0 compatible. Select the "DirectX Files" tab and make sure there are no exclamation points next to the file names. If you find exclamation points you will need to reinstall DirectX 7.0: Selecting "Run" from the Start menu bar. Type your CD-ROM drive letter followed by ":_Setup\DirectX\dxsetup.exe" and click on OK. Select the "Reinstall DirectX" button. This reinstalls DirectX 7.0.

4. Make sure all of your drivers are DirectX 7.0 compatible. Select the 'DirectX Drivers' tab and make sure there are no exclamation points next to any of the file names. If you find exclamation points under this tab you will need to update your drivers by contacting the manufacturer of the hardware through their Phone Support or through their web site. 3DO has a listing of manufactures sites available at: http://www.3do.com/support.

5. Test your hardware with the DirectX 7.0 Diagnostics tool. Run the tests that are available on the 'Display', 'Sound' and 'Input' tabs. If one or more tests fail, this could be due to driver incompatibility. Installing the newest drivers available for your sound and video card hardware can usually resolve this.

For Windows 98 users:

1. Press the START button on the Windows 98 task bar and select "Help."

2. Select the "Search" tab, type "DirectX Troubleshooter" in the text box, and then press the LIST TOPICS button. Select "DirectX Troubleshooter" in the Topics window, click the DISPLAY button, and then follow the instructions to troubleshoot your DirectX issue.

Problem:	After launching the game from the Start menu or the desktop icon, your machine locks up, or flashes and returns to the desktop.
Reason:	There may be a conflict with the game and another program running in memory.

For Windows 95 users:

Press the [CTRL]+[ALT]+[DEL] keys at the same time to open the Close Program window, select a program, and press the END TASK button. Repeat this process until all programs except "Explorer" and "Systray" are closed. Try running the program again.

For Windows 98 users:

Select "Run..." from the Start menu. In the "Open:" line type "msconfig" and press [Enter] (this brings up your System Configuration Utility). Select the "Startup" tab, and turn all of the check boxes off, except for the one next to 'Systray'. Press OK and then restart your machine. Once your machine has restarted, try running the program again.

Video and Sound card manufacturers regularly update their software drivers to enhance performance and stability, and to improve compatibility with DirectX. You can find links to many of these manufacturers' sites by going to the Driver Updates section of our support web site, which is located at http://www.3do.com/support.

You may obtain a list of Microsoft-certified video and audio drivers for your hardware by going to http://www.microsoft.com/hwtest/hcl/. Drivers listed here are confirmed to be compatible with Windows 95, Windows 98 and Windows NT 4.0.

Microsoft updates DirectX and its components regularly and posts them for download off of their web site at http://www.microsoft.com/DirectX.

CUSTOMER SUPPORT

WEB SITE

Visit www.3do.com/support for late-breaking news and information, answers to Frequently Asked Questions (FAQ's), links to hardware manufacturers' web sites, and the latest product updates.

If you want to ask a specific technical question, you can use the online email form available at our web site or send e-mail directly to the **customer-support@3do.com address.**

PHONE

Call (650) 261-3454, Monday through Friday, 9:00am - 12:00 noon and 2:00pm - 5:00pm, Pacific Time.

U.S. MAIL

Customer Support
The 3DO Company
600 Galveston Drive
Redwood City, CA 94063

However you choose to contact us, there are some pieces of information about your computer that we will need in order to help you properly. You can get this information by following these steps: First, right-click on the My Computer icon and choose "Properties". On this System Properties screen, you will find the following information that we will need: Computer OS type (Windows version), amount of RAM and CPU type. After you get this information, exit the System Properties screen, then double left-click on the My Computer icon. On this screen, right-click on the icon of the hard drive that the game is installed on and choose "Properties". On this screen, you will need to find out the drive's total capacity, and the amount of free space left on the drive.

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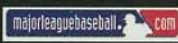
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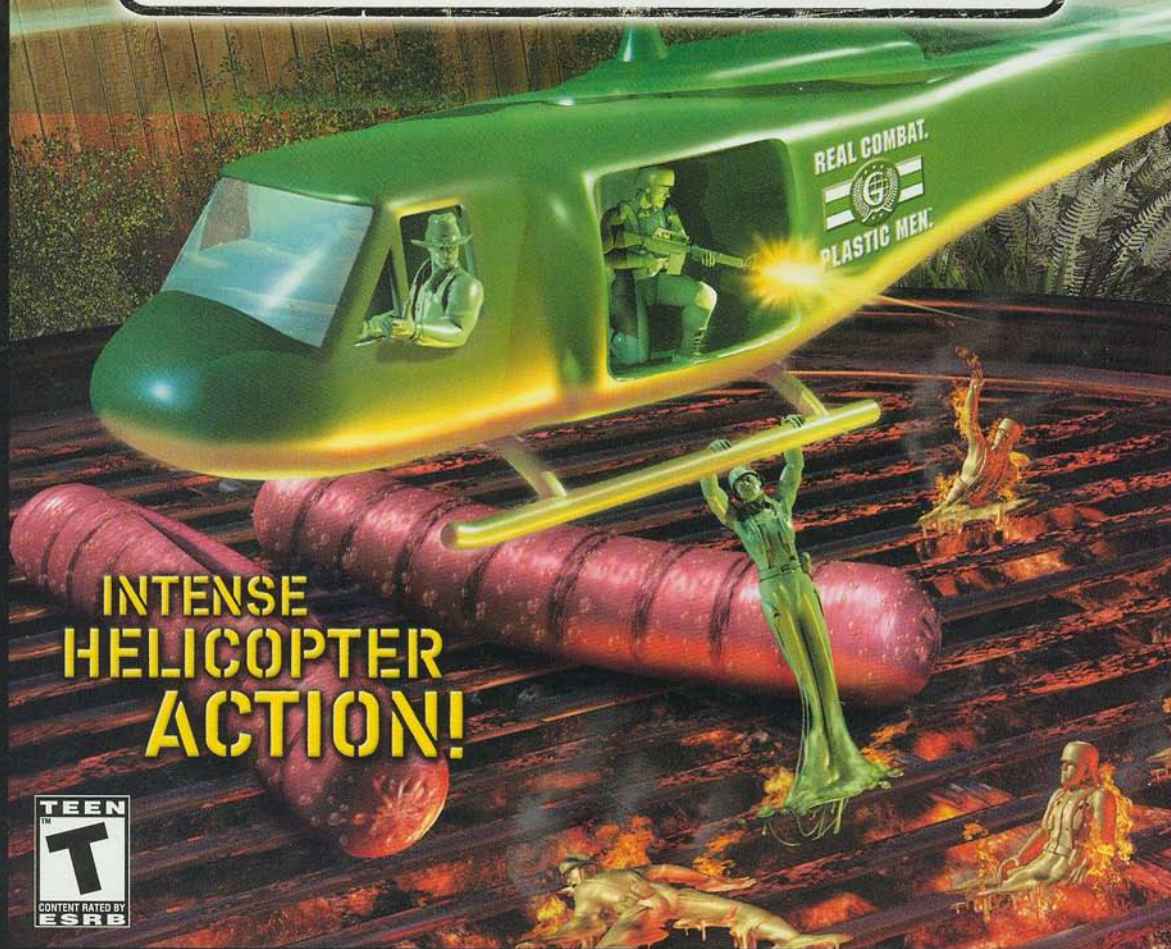
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